

Kidizoom® +Plus



Dear Parent,

We at **VTech®** understand that a child's needs and abilities change as they grow and with that in mind we can develop our toys to teach and entertain at just the right level. Babies need toys that will stimulate their interest in different textures, sounds and colours, while on-the-go toddlers and preschoolers want more interactive toys to develop their imaginations and encourage their language development. As they progress to more challenging curriculum at school, **VTech®** keeps pace with a wide variety of cool, aspirational and interesting computers for learning. Every toy is unique and helps your child develop in different ways for the best all-around learning.

vtech®

Much more than meets the eye...

4-10 years

Electronic Learning Computers I need...

- ...challenging activities that can keep pace with my growing mind
- ...cool stuff to keep me entertained, busy and up-to-date
- ...intelligent technology that adapts to my level of learning
- ...National Curriculum-based content to support school teaching
- ...space to be flexible and creative and to find my own style

3-6 years

Pre-School I want...

- ...toys that let me pretend to be a grown-up so I can learn how the world works
- ...to get ready for school by starting on the alphabet and counting
- ...great games that keep me interested and make me laugh
- ...my learning to be as fun, easy and exciting as can be
- ...to show my creativity with drawing and music so my whole brain develops

0-36 months

vtech Baby I am...

- ...exploring, learning and understanding the world around me
- ...experiencing and responding to colours, sounds and textures
- ...understanding cause and effect
- ...learning to move, touch, reach, grasp, hold, wiggle, sit up and crawl
- ...understanding what people say and beginning to respond
- ...interacting with toys and developing my own imagination



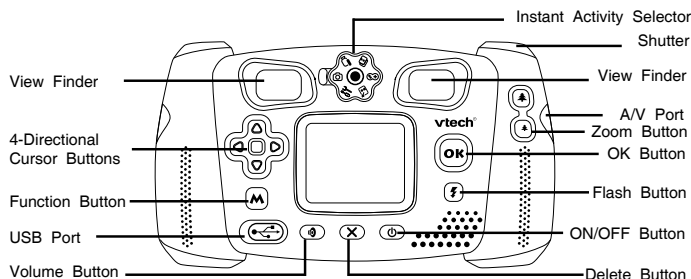
To learn more about **VTech®** toys, visit www.vtechuk.com

INTRODUCTION

Thank you for purchasing the **VTech® Kidizoom® Plus!**

Take and edit pictures, make videos and play fun games on this sleek, easy to use and durable digital camera! **Kidizoom® Plus** can also be connected to a TV so children can view their photos and movies or play games on a TV screen. **Kidizoom® Plus** has 256MB of built-in memory and supports both normal SD and SDHC cards (SD card not included) with a memory size of 32MB to 16GB, so even more photos and movies can be saved! There is also a USB port and cable that allows you to connect the **Kidizoom® Plus** to your home PC for viewing and editing photos or movies.

PRODUCT FEATURES



PRODUCT LAYOUT AND KEYBOARD

ON/OFF Button		Press this button to turn the camera ON or OFF.
Instant Activity Selector		Turn the activity selector key to choose different activities.
Function Button		Press this button to select different functions.
4-Directional Cursor Buttons		Press these buttons to move the cursor and make selections.

OK Button		Press this button to confirm a choice or action.
Delete Button		Press this button to delete the selected file or exit an activity.
Shutter Button		Press this button to take a photo or start recording a movie.
Zoom Buttons		Press these buttons to Zoom in and out when taking pictures or movies.
Flash Button		The auto exposure system of Kidizoom® Plus will use the flash when it detects that it is necessary. When the flash is ready to use, a lightning bolt icon will be displayed in the top left corner of the screen in camera mode.
Volume Button		Press the volume button and the left and right arrow keys to adjust the volume.
A/V Port		Plug the included A/V cable into the A/V port on the camera to connect to your TV.
USB Port		Plug the included USB cable into the USB port on the camera to connect to your PC.
Reset Button		Press this button to reset the camera if it stops working properly.

INCLUDED IN THIS PACKAGE

- 1 VTech® Kidizoom® Plus
- 2 interchangeable faceplates
- 1 PC installation CD
- 1 A/V cable
- 1 USB cable
- 1 user's manual
- 1 wrist strap

WARNING: All packing materials such as tape, plastic sheets, wire ties and tags are not part of this toy, and should be discarded for your child's safety.

NOTE: Please keep user's manual as it contains important information.

PRODUCT SPECIFICATIONS

Display:

1.8" colour LCD screen

Picture Resolution:

Photo: 1600 x 1200 or 640 x 480

Video: 320 x 240

Focus Range: 1.5 feet - ∞

Flash Range: 3 - 6 feet

Memory:

256MB built-in memory (approximately 210MB free memory for photo/video)

Store up to 500 photos (photo size = 1600 x 1200 resolution in JPEG format)

Record up to 10 minutes of video (video size = 320 x 240 resolution in Motion JPEG format)

Kidizoom® Plus supports both normal SD and SDHC cards with a memory size of 32MB to 16GB. SD memory cards with memory size of 32MB or larger are required. SD memory cards 1GB and larger are recommended.

Supported File Formats:

Photo: JPEG

Video: Kidizoom® Plus Motion JPEG

Supported Hardware:

A/V cable for TV connection (included)

USB cable for PC connection (included)

SD memory cards (not included) up to 16GB

GETTING STARTED

BATTERY INSTALLATION

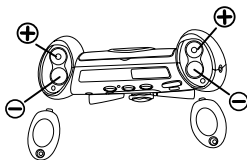
Note: Adult assembly is required for battery installation. Tools required for battery installation: cross-head screwdriver (not included).

- Make sure the camera is turned **OFF**.
- Locate the battery covers on the bottom of the camera. Loosen the screws using a cross-head screwdriver and remove the battery covers.
- Install 4 new "AA" batteries (2 on each side) as illustrated below.

(the use of new, alkaline batteries is recommended for maximum performance).

- Replace the battery covers and tighten the screws. Do not over-tighten the screws.

Note: If your **Kidizoom® Plus** is not working properly after the batteries have been replaced, press the Reset button and then turn the camera back on.



BATTERY NOTICE

- The use of new alkaline batteries is recommended for maximum performance.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged (if removable).
- Rechargeable batteries are only to be charged under adult supervision (if removable).
- Different types of batteries or new and used batteries are not to be mixed.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- The toy is not to be connected to more than the recommended number of power supplies.
- Do not dispose of batteries in fire.

Note:

Help the environment by disposing of your product responsibly.

The wheelie bin symbols indicate the product and batteries must not be disposed of in the domestic waste as they contain substances which can be damaging to the environment and health. Please use designated collection points or recycling facilities when disposing of the item or batteries.

More information can be found on:

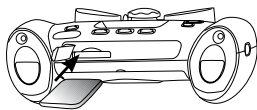
<http://www.recycle-more.co.uk>; www.recyclenow.com



SD CARD INSERTION

Kidizoom® Plus supports both normal SD and SDHC cards with a memory size of 32MB to 16GB. SD memory cards with memory size of 32MB or larger are required. SD memory cards 1GB and larger are recommended.

- Make sure the camera is turned **OFF**.
- Locate the SD card slot at the bottom of the camera.
- Pull up the rubber cover.
- Insert the SD card (not included) as illustrated below.



SD card

- Put the rubber cover back in place to protect the SD card.

TO BEGIN USING KIDIZOOM® PLUS

- Press the ON/OFF button (⏻) to turn on the camera.
- If it's the first time you have turned on the **Kidizoom® Plus**, you will be presented with a language selection screen. Press the Up and Down buttons (⬆) and then the OK button (OK) to select the language. If you want to select a different language later, please go to Tools & Settings, select the language menu and then choose the language you want.
- After turning on, **Kidizoom® Plus** will go directly to the activity the instant selector is switched to.
- To switch to other activities, turn the instant activity selector to the activity you want. The activities you can select are: Camera, Movies, Slide Show, Games, Photo Workshop and Tools and Settings.
- To increase or reduce the volume, press the Volume button (🔊) and then the Left and Right arrow buttons (⬅➡) to adjust the volume. Press OK (OK) or the Volume button (🔊) to set it.
- To connect to a TV or PC, follow the instructions in **Connecting to a TV** or **Connecting to a PC** below.
- Press the ON/OFF button again to turn the unit off.

BATTERY STATUS

When the batteries are running low, the low battery symbol will be displayed (⏻). Please change the batteries when this symbol is displayed.

AUTOMATIC SHUT-OFF

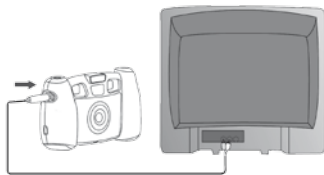
To preserve battery life, **Kidizoom® Plus** will automatically turn off after several minutes without input. The camera can be turned on again by pressing the ON/OFF button.

CONNECTING TO A TV

Note: Before connecting your **Kidizoom® Plus** to a TV, check to make sure that the camera is working properly.



Connect your **Kidizoom® Plus** to a TV or monitor using the included A/V cable. Insert the A/V cord into the A/V port on your **Kidizoom® Plus**. Insert the coloured plugs on the A/V cable into the matching colour video and audio input ports on your TV set.



CONNECTING TO A COMPUTER

You can connect **Kidizoom® Plus** to a computer using the included USB cable. Once connected, you can upload and download files to **Kidizoom® Plus** by accessing your camera as a removable storage device.

- Locate the USB port on the back of your camera.
- Pull up the rubber cover.
- Insert the USB cable (smaller end) into the USB port on the camera.
- Insert the larger end of the USB cable into a USB port on the computer.
A USB port is usually marked with this symbol .

MINIMUM SYSTEM REQUIREMENTS FOR PC CONNECTION:

Windows 2000 SP3+ / XP / Vista

Mac OS® X 10.4 or above

Note: Once the camera is connected to the computer, turn ON your **Kidizoom® Plus** to enable the connection between it and the computer. Do not disconnect the camera or computer while files are uploading or downloading.



ACTIVITIES

1. CAMERA



- In Camera mode, the user can either look through the viewfinders or look at the LCD screen to see the photo subject.
- While steadily holding the camera, press the Shutter button  on the top of the camera or press the OK button  on the back of the camera to take a picture.
- You can press the Zoom In and Zoom Out buttons to get the photo subject closer or further away.
- When **Kidizoom® Plus** is first turned ON, it will be in autoflash  mode. To change your flash settings, press the Flash button to switch between the flash modes of autoflash , flash on weak , flash on strong  or flash off .

Warning: Turn off the autoflash when taking a close up photo of a person's or animal's face to avoid eye damage.

Note: If the batteries are too weak, the flash feature may not be available and it will show this icon .

Flash modes usage:

Flash mode	Optimum distance for using
Weak flash 	1.5 - 2 feet
Auto flash 	2.5 - 3.5 feet
Strong flash 	3.5 - 8 feet

- You can also choose to add different photo frames, stamps, funny faces and kaleidoscope effects to pictures you want to take. After choosing an option, take a photo as usual and that frame, stamp, funny face and kaleidoscope effect will be part of the photo.
- To view the photos you've taken, press the Up or Down buttons  once to enter the Photo Album. Then press the Up or Down buttons  again to view the previous or next picture stored in the album.
- While in the Photo Album, press the Delete button  to delete the photo that is currently shown on the screen.
- To exit the Photo Album and return to Camera mode, press the Shutter button  or the left and right button  once.

Note: Photos taken by **Kidizoom® Plus** will be saved in the PHOTO folder. If you want to view your own photos, please save them to the folder DOWNLOAD\PHOTO in the built-in memory or on an SD card (not included) if one is inserted into the camera.

2. MOVIES



- In Movies mode, you can take digital movies with **Kidizoom® Plus**. Press the Shutter button  at the top of the camera or the OK button  on the back of the camera to start or to stop movie recording.
- You can press the Zoom In and Zoom Out buttons  to get the recording subject closer or further away.
- You can also add borders and fun animations to the movie you're recording in real time. Before you start recording, press the Left and Right buttons  to select a border. After selecting a border, press the Shutter  or OK button  to start recording a movie with the selected border. You can then press one of the four arrow buttons  to add a fun animation. Press the Function Button  to show or hide the animation menu. Press the Shutter or OK button  again to stop the movie recording.
- To watch the movies you've taken, press the Up or Down buttons  once to enter the Movie Album. Then, press the Up or Down buttons  again to choose the movie that you want to watch, then press the OK button  to start the movie.
- While in the Movie Album, press the Delete button  to delete the movie that is currently shown on the screen.

- To exit the Movie Album and return to Movies mode, press the Shutter button  once.
- Movies taken by **Kidizoom® Plus** will be saved in the folder VIDEO in the built-in memory or on an SD card (not included) if one is inserted into the camera. If you want to play the movies recorded by another **Kidizoom® Plus**, please download the movies to the folder in DOWNLOAD\VIDEO in the built-in memory or on an SD card (not included) if one is inserted.

3. SLIDE SHOW

You can view all of your photos that are stored in the **Kidizoom® Plus** in a slide show. Press the Function button  to set the transition effects on/off, change the delay time and to turn random picture order on/off.

4. PHOTO WORKSHOP

In Photo Workshop, you can edit a picture, record a voice message and add it to a photo. Press the Left and Right arrow buttons  to choose one of the following editing tools. When you're in one of the following editing tools, press the Function button  to choose to return to the Photo Workshop Menu.

4.1 PHOTO EDITOR

In Photo Editor, the user can add photo frames, stamps, cool distortions, kaleidoscope effects and animations to your photos.

A. Photo Frame Icon : Select this icon to choose a photo frame to add to your photo. Press the Left or Right buttons  to choose a frame, and then press the OK Button  to confirm your selection.

B. Stamp Icon : Select this icon to choose a stamp to add to your photo. Press the Left or Right buttons  to choose a stamp, then press the OK Button  to confirm your selection. Then press the 4 arrow buttons  to move the stamp to where you would like to apply it, then press the OK Button  to add the stamp to the photo.

C. Special Effect Icon : Select this icon to choose a funny face or kaleidoscope effect to add to your photo. Press the Left or Right arrow buttons  to select the effect. Press OK button  to confirm the selections. Then press Up and Down arrow buttons  to up and Down its size. then press OK button  to add it to the photo.

D. Undo icon : Select this icon to undo the last editing operation.

E. Save as icon : Select this icon to save the photo that you just edited. The photo will save as a new file without overwriting the original one, it will be saved as the last photo in the sub folder under the folder PHOTO.

4.2 VOICE PHOTO

In Voice Photo, you can record up to 10 seconds of voice to add to a photo. To start, press the Up or Down buttons  to select a picture. If a picture already has recorded voice added, it will have a speaker  displayed on it. Press the OK button  to listen to the recorded voice. Press the Left and Right arrows  again to select between the Record, Play or Delete Voice icons.

A. Record icon : Select this icon to start recording your voice. Select it again to stop recording. You can record up to 10 seconds of voice for each picture.

B. Play icon : Select this icon to play or stop the recorded voice for a picture.

C. Delete Voice icon : Select this icon to delete the recorded voice for a picture.

5. GAMES

Five games are built into **Kidizoom® Plus**. Press the Left or Right buttons to choose a game, and then press the OK button  to start playing the selected game. While playing a game, press the Function button  to select a different level or quit the game.

A. Dance with Me

See if you can follow the music by pressing the arrow buttons  at the right time! Arrows will fall from the top of the screen while the song is playing. When the falling arrows reach the fixed arrows at the bottom of the screen, press the corresponding arrow button . If you press the arrows at the right time, your score will go up.



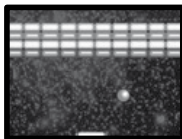
B. Fast Match

Different sweet snacks will travel across the screen on two conveyer

belts. Your mission is to catch the same snack that passes the centre of the screen at the same time. Catch as many as you can before time runs out!

C. Bounce Around

See if you can clear all the bricks on the screen by bouncing the ball against them. Press the OK button (OK) to start, then press the Left and Right buttons (← →) to move the bar left and right to prevent the ball from falling off the screen. The higher the level, the ball will bounce faster and the bar will become shorter.



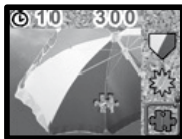
D. Chicken Pix

There are chickens flying in the sky and walking on the grass. Press the arrow buttons (← →) to move the camera focus over a chicken, then press the OK button (OK) to take a picture. See how many chickens you can take pictures of before time runs out!



E. Jigsaw

Can you find what's missing in the photo? Press the Up and Down arrow buttons (↑ ↓) to select the missing piece located on the right side of the screen, then press the OK button (OK) to confirm your selection.



6. TOOLS & SETTINGS

Press the Left and Right arrow buttons (← →) to select one of the following to change the **Kidizoom® Plus** settings.

A. Language Settings

Press the Up and Down buttons (↑ ↓) to select the language and press the OK button (OK) to confirm the language settings.



B. Memory Manager

You can check the status of the camera's built-in memory and SD card (not included) if one is inserted. Press the Up and Down buttons (↑ ↓) to select either the built-in memory or the SD card if one is inserted. Press the OK button (OK) to set the selected memory as the default to save the photos and videos taken by **Kidizoom® Plus**. To format and erase all the data in the selected memory, press the Delete button (X).

C. Flickering

Here you can set the flicker rate to 50Hz for EU countries and 60 Hz for USA and Canada. When the flickering is correctly set, it will help avoid any flicker on the photos taken. If you travel to other countries, please check the local flicker rating and set the camera to the correct setting to get the best results.

D. Resolution

Here you can set the resolution of the photo taken in the Camera. To take pictures with a higher resolution, you can select 2.0 mega pixels. If you would like to save more photos, you can lower the resolution by selecting 0.3 mega pixels. With the 2.0 mega pixel setting, you can save about 500 photos in the built-in memory. With the 0.3 mega pixel setting, you can save over 2,000 photos in the built-in memory.

7. CD-ROM

The included CD-ROM contains the **Kidizoom® Pro & Plus** Photo Editor.

A Mac®-compatible version of the **Kidizoom® Pro & Plus** Photo Editor and **Kidizoom® Pro & Plus** Program Updater is available for download. Insert the CD-ROM into your Mac® computer, and follow the link to download the **Kidizoom® Pro & Plus** Mac® Tools from our Web site: <http://www.planetvtech.co.uk/downloads/107003/homepage.aspx>.

If you choose to install the Photo Editor on your computer, you can add additional fun photo frames and stamps to your photos, as well as add distortion and kaleidoscope effects and view the photos with animation. Please see the Read Me and Help sections of the **VTech® Kidizoom® Pro & Plus** Photo Editor for more details and user instructions.

8. KIDIZOOM® PRO & PLUS PROGRAM UPDATER

A program to update your **Kidizoom® Pro & Plus** internal software is available to download if you find your **Kidizoom® Pro & Plus** malfunctions. Go to the downloads section of our Web site at: <http://www.planetvtech.co.uk/downloads/107003/homepage.aspx> and choose either a PC or Mac® version of the **Kidizoom® Pro & Plus** Tools to download.

If you find your **Kidizoom® Pro & Plus** fails to work even after reading through the Trouble Shooting section below, you can use the **Kidizoom® Pro & Plus** Program Updater to update your **Kidizoom® Pro & Plus** internal software. Please see the Read Me and Help sections of the **Kidizoom® Pro & Plus** Program Updater for more details and user instructions.

Note: the **Kidizoom® Pro & Plus** Program Updater tools will erase all data in the internal memory of the **Kidizoom® Pro & Plus** and will restore the unit to its factory settings. Please back up any data on your **Kidizoom® Pro & Plus** before you start the updater program.

Note: the **Kidizoom® Pro & Plus** Program Updater is to be used to update the **Kidizoom® Pro & Plus** camera ONLY. Do not use this updater program on any other models of **VTech®** cameras.

MINIMUM HARDWARE REQUIREMENTS OF CD-ROM INSTALLATION

- 1GHz or faster processor
- 256 MB RAM (512 MB recommended)
- 800x600 display resolution or higher
- 300MB Hard disk space
- CD-ROM drive
- USB Port required for camera connection
- Microsoft® Windows® XP, Windows Vista® or Windows® 7 Operating System or Macintosh Computer with Mac OS X version 10.4, 10.5

Microsoft® and Windows® are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. Mac, Mac OS, Safari are trademarks of Apple Inc., registered in the United States and other countries. All other trademarks are the property of their respective owners.

CARE & MAINTENANCE

1. Keep the camera clean by wiping it with a slightly damp cloth.
2. Keep the camera out of direct sunlight and away from any direct heat source.
3. Remove the batteries when the camera is not in use for an extended period of time.
4. Do not drop the camera on a hard surface and do not expose it to or immerse it in water.

WARNING

A very small percentage of the public, due to an existing condition, may experience epileptic seizures or momentary loss of consciousness when viewing certain types of flashing colours or patterns, especially on television. While **Kidizoom® Plus** does not contribute to any additional risks, we do recommend that parents supervise their children while they play video games. If your child experiences dizziness, altered vision, disorientation, or convulsions, discontinue use immediately and consult your doctor. Please note that focusing on a television screen at close range and handling a **Kidizoom® Plus** as a controller for a prolonged period of time may cause fatigue or discomfort. We recommend that children take a 15 minutes break for every hour of play.

TROUBLESHOOTING

Go through this section if you experience difficulty in operating **Kidizoom® Plus**.

Problem	Solution
Program stops working	1. Press the Reset button with a paper clip. If this does not solve the problem, please continue to the following steps. 2. Please make sure the camera is OFF. 3. Interrupt the power supply by removing the batteries. 4. Let the camera sit for a few minutes without batteries, then replace the batteries. 5. Turn the unit ON. The unit should now be ready to play again. 6. If the unit still does not work, replace the batteries with an entire set of new batteries.
Image taken is not clear	Check the camera lens protection window is clean.
Display on Kidizoom® Plus LCD does not turn on	1. Make sure there are 4 “AA” batteries in the camera. Hold the ON/OFF button for 2 seconds to turn it on. 2. Make sure the camera is not connected to a TV with the A/V cable. 3. Make sure the camera is not in power saving mode. Press the ON/OFF button for 2 seconds to turn it on.
There is no picture on the TV screen	1. Make sure that there are batteries in the camera and that the TV is plugged into a power outlet. 2. Make sure that the camera is turned ON and the TV is turned ON. 3. Check the connections on the A/V cable between the camera and the TV and review the appropriate connection procedure in this manual. 4. Make sure that all cable plugs are securely inserted into the appropriate ports. 5. Make sure that the TV is tuned to the appropriate input channel.

No sound on TV	1. Check if the TV volume is turned off or muted. 2. Try to increase the volume by pressing the “up” Volume button. 3. Check the audio and video connections between the camera and the TV. 4. Make sure that the TV is tuned to the appropriate input channel.
Picture is rolling or bars and lines are visible on TV screen	Try to adjust the vertical or horizontal hold controls (if available) on your TV.
Cannot connect to PC	Check the connections on the USB cable between the camera and the PC and review the appropriate connection procedure in this manual.
Cannot save files	1. Check the memory status of both the built-in Kidizoom® Plus memory and the SD card (not included), if one is inserted into the camera. 2. Check your memory default setting (see procedure in Memory Manager above). If it is set to use an SD card (not included), check to make sure that the SD card is not write-protected.
SD Card can't be detected.	1. Check if the SD card is correctly inserted. 2. Check if the SD card is less than 32MB in size. Kidizoom® Plus doesn't support SD card less than 32MB in size. 3. Check to see if it is the correct type of card. Kidizoom® Plus doesn't support MMC or other formats.

If for some reason the program/activity stops working or malfunctions, then please follow these steps:

1. Turn the unit OFF.
2. Interrupt the power supply by removing the batteries.
3. Let the unit stand for a few minutes, then replace the batteries.
4. Turn the unit back ON. The unit will now be ready to play again.
5. If the unit still does not work, replace with an entire set of new batteries.

If the problem persists, please call our Consumer Services Department at 01235 546810 (from UK) and +44 1235 546810 (outside UK), and a service representative will be happy to help you.

IMPORTANT NOTE:

Creating and developing **VTech®** products is accompanied by a responsibility that we take very seriously. We make every effort to ensure the accuracy of the information which forms the value of our products. However, errors sometimes can occur. It is important for you to know that we stand behind our products and encourage you to call our Consumer Services Department at 01235 546810 (from UK) and +44 1235 546810 (outside UK) with any problems and/or suggestions that you might have. A service representative will be happy to help you.

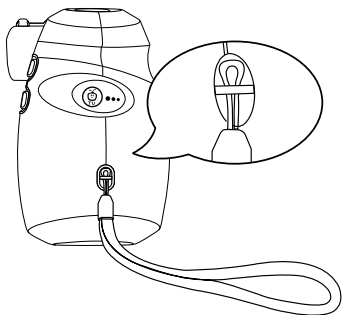


CLASS 1
LED PRODUCT

WRIST STRAP ATTACHMENT INSTRUCTIONS

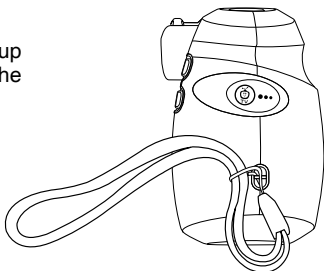
Step 1

Locate the thread loop on the end of the strap. Insert it into the groove behind the bar and then push it through.



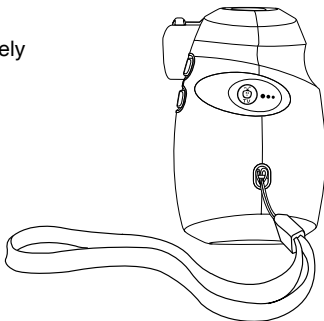
Step 2

Feed the end of the strap up through the loop and pull it all the way through.



Step 3

Make sure the loop is securely tightened around the bar.





PRODUCT WARRANTY



Thank you for choosing this quality product from VTech. We hope it will bring many hours of entertainment, imaginative play and learning.

1. The product detailed above is covered by a one year warranty from the date of purchase, against any defects in materials or workmanship.
2. The product may be returned to the place of purchase. Alternatively the product can be returned to VTech Electronics Europe plc (see address below), with proof of purchase, without proof of purchase no replacement will be provided.
3. VTech Electronics Europe plc will examine the product and if it is found to be defective due to faulty materials or workmanship, will replace the product at their discretion.
4. If the product covered by this warranty is damaged due to misuse, modification or unauthorised repair, or because of faulty batteries, battery discharge or incorrect electrical connections, then this warranty becomes void.
5. This warranty is personal to the original purchaser and is not transferable.
6. Breakages to the LCD screen are not covered by the warranty.
7. Returns to VTech Electronics Europe plc should include a cheque or postal order for £1.50 towards the cost of return postage and packaging.
8. Products returned to VTech Electronics Europe plc, should be addressed as follows and packed carefully to avoid damage in transit (Please do not include batteries or adaptor).
Please include details of the fault together with your name and address.

VTech Electronics Europe plc, c/o Taglogix Limited, 200 Milton Park, Abingdon, Oxon OX14 4TA

THIS WARRANTY IS OFFERED AS AN EXTRA BENEFIT AND DOES NOT AFFECT CONSUMERS' STATUTORY RIGHTS.

This warranty is valid for the UK and Eire only. For products purchased outside the UK and Eire, please contact your local distributor or place of purchase.

Join the VTech club online at www.vtechuk.com

